Championship MANAGER 2

INCLUDING SEASON 96/97 UPDATES

ENGLISH, SCOTTISH & ITALIAN LEAGUES

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Troubleshooting

PROBLEM: When I try to run the game it stops with the error 'cannot find file config.dat'.
SOLUTION: You are trying to start the game from the CD Rom drive. The config.dat file is created during installation on the hard disk, and it is there that you must run the game from.

PROBLEM: The game starts and runs as far as the initial options screen but freezes there. I cannot move the mouse and nothing responds on the keyboard.
SOLUTION: You have not got a DOS mouse driver installed. DOS requires a driver to be present and running in order to be able to utilise the mouse. You may have a Mouse Installation Disk you can use to fix this, otherwise contact your PC supplier in order to obtain one.

PROBLEM: I have a sound card in my machine but CM 97/98 is unable to find it during the setup program.
SOLUTION: Commonly this is because you are trying to run the game through the DOS prompt, not the DOS mode. Restart your machine in DOS mode and try again (click START-SHUT DOWN-RESTART IN MS-DOS MODE). If you are already running in DOS mode then this error usually means that your soundcard is not configured to work in DOS. Contact your machine supplier for further information on setting the soundcard to operate in DOS.

Installation Instructions

1. Go into DOS. If you are using Windows 95 make sure you click START, the SHUT DOWN, and select RESTART IN MS-DOS MODE.
2. Select your CD-ROM drive by typing d: (or whichever letter corresponds to your CD-ROM drive, for example e: or g), the pressing ENTER
3. Type install and press ENTER
4. Choose which league you wish to install, press F1 for English/Scottish, or F2 for Italian.
5. Follow on screen instructions regarding the type of installation you require and sound card configuration.

Running the game after Installation

English/Scottish Game

1. Go to DOS
2. Type CD\CM2 and press ENTER
3. Type either CM2 or GO and press ENTER

Italian Game

1. Go to DOS
2. Type CD\CM2_ITA and press ENTER
3. Type either CM2 or GO and press ENTER

Important Note

If, on installation of the game you get the following message

Error - Can't Open - Stadpics\Rotherha.pcx

don't panic, simply reset the machine and install the game a 2nd time - it will work 2nd time through.

Interface

The interface has been designed to keep reference to the manual to a minimum. Rather than have pretty, though incomprehensible icons, we have opted for basic, though self explanatory text boxes. Click on a player's name and that will bring up his factfile. Click on a team name to bring up their Squad Screen. Clicking on Done will almost always return you to the previous screen. The Escape key and the M key offer shortcuts to the Main Menu.

Ignore This Manual

Post-literate types, and also those who just want to get into the game as quickly as possible, should follow the on-screen instruction through the preliminaries. After selecting a team, click on the text boxes (hereafter referred to as icons) to find out what they do. The only section in the manual you may need to refer to is the Select Team chapter

Game Structure

Although not strictly turn-based, Championship Manager 2 uses a similar structure to advance the game. Each (human) player conducts their business on a given day and then selects Done. When

all players have done this then the date in the top right hand corner of the screen advances.

The season starts on August 1st 1996. If you immediately click on Done on the Main Menu, the game will advance one week, pausing occasionally to report on events that may have occurred within that week.

Options

Following boot-up you will be taken to the Options screen.

From this screen you will be offered the following choices. (If you have loaded the Italian Game, choices will be identical to the English/Scottish Leagues game but you will only be able to choose the Italian Game)

English Game: start a new one

Scottish Game: start a new one

Restore Game: load a saved game

Delete game: delete a saved game

Change Directory: run the game from another drive or directory

Hall of Fame: view the all-time greats

Save Game & Options: Quit or Save Game from this icon.
Important: Each saved game takes up about 20Mb of hard disk space.

Sound Effects: Use this icon to switch the sound effects on or off. When the sound effects are switched off a more detailed text commentary will appear.

Click on the appropriate icon to make your choice. If you choose to play a new game then you will be taken to a screen which will show you the unused slots. After selecting one of these slots you will be asked to name your new game. Following this the data will then be loaded to create the new game. Depending on your machine this may take up to 15 minutes, making this an ideal time to peruse this manual.

If you only have one game in progress and you choose Restore Game, the program will immediately boot into the game you have saved. Otherwise, you will be asked to select the game you want to restore.

Important. If you wish to start a new game from within an existing game, you'll have to reboot.

Select Team

This screen pops up whenever you start a new game. Each player selects a team to manage by clicking on the appropriate team name. To help find a team quickly, you can click on the box at the bottom of the screen. For example, to find Spurs click on the L-W box.

You will be asked to confirm your selection and then enter your name. Once you have selected a team for each human participant in the game, click on Done. The season will then be loaded and each manager will be informed of their club's first fixture. Note that the game always starts on 1/8/96 and advances on a daily basis. Click on Done to advance the game.

Important. You cannot select an international team to manage. This is something which has to be earned. If your team does well you will be

invited to manage one of the four home countries or the Republic of Ireland, though you will have to do well with a Premiership club to be offered the England job. The order of difficulty is as follows (hardest first):-

England, Republic of Ireland, Scotland, N Ireland, Wales.

The Main Menu

Note: If you have loaded the Italian game you will only be invited to manage team. Managing the Italian team is comparable with the difficulty of managing the England team.

Think of this screen as the centre of a map, for it is from here that you will start your journey through the game. If you get lost you can return to this screen from most points in the game by hitting the Escape key. However, you cannot return to this screen from the Squad Screen. In this case and any similar situations, hold down the M key for a few seconds and the program will return you to the Main Menu at the earliest available opportunity.

Main Menu icons:-

Done: This advances the game and signals that you have no more decisions to make for the day.

Competition Info: This box will take you to various competitions in the game. From these you will be able to view league tables and player ratings. Click on Done to return to the previous screen.

Squad Details: This will take you to the Select Team screen. The teams with human managers will be highlighted. To view a different team just click on their name.

Board Confidence: Indicates how close you are to getting a raise - or getting the sack.

Squad Screen

Here you will see your current squad and their abbreviated positions.

Glossary of abbreviations

GK Goalkeeper
D Defence
M Midfield
F Forward
S Striker
A Attacking
R Right
L Left
C Central

Thus a player with a denoted position of MLC could play in the left or central midfield positions. The information boxes are self explanatory. Just click on one of the boxes to obtain details on the chosen subject.

To garner more information about a player, click on his name to bring up the Player Information Screen.

Player Factfiles

This screen displays player attributes. Here you will see player's skills rated numerically. Please bear in mind that these are subjective and will not always accord with your own assessment of a particular player. Also, player positions are accurate but these are subject to change during the real season. To bring up a Player Factfile just click on the name of any player.

Clicking on the boxes at the top of screen will make more information available to you. The Career History screen will provide you with details of the player's career which is accurate as at the start of the 1996/97 season and then generate new data as the game progresses.

The Playing Positions screen can be toggled to reveal various facets of your squad. Click on the right arrow on this icon to go forwards and click on the left arrow to go backwards.

Important. Players positions refer only to their primary positions. You'll find, through experience, that some players are adept in a variety of positions.

The Manager options icon accessed from the Player Factfile screen, displays six icons most of which are self explanatory. Bear in mind, though, that you can Offer a New Contract to a player at any time, you don't have to wait for the old one to expire.

Glossary of Abbreviations on the Player Factfile screen

Aps	Appearances
MoM	Man of the Match
Yel	Yellow card
Red	Red Card
Dsp	Disciplinary points accrued
AvR	Average Ratings

Manager Info

Clicking on this will take you to the following icons:-

Board Confidence: Shows how managers are currently rated by their board.

Overall Reputations: Shows the reputations of all managers.

Monthly Awards: Manager of the Month Awards.

Add More Players: Allows new (human) managers to join the game.

Resign As Manager: You've had enough!

Hall Of Fame: Discover how you compare with the all-time-greats.

Performance Points: Most of you will reckon that it is just about impossible to put a numerical value on a manager's performance and we would agree, but we've had a shot anyway. This is based on complex logarithms which can be simplified as follows:

A's points are greater than B's points, where A is a manager who wins lots of games and B is one who gets hammered all the time.

Player Search and Transfers

Clicking on this icon will make available to you all the players potentially available for transfer, recordings of all transfers that have occurred recently and an opportunity to view your Shortlist. Mostly, though, you will probably be using this to sign a player, in which case you would select the Player Search icon. You will then be asked to click on the name of your team (in case there is more than one human managed team). You should now find yourself on Player Search screen.

To enable you to find the type of player you are looking for fairly quickly, a variety of search parameters have been included. Most of the icons on this screen can be toggled (indicated by arrows on the right and left of each icon).

If you know the name of the player you are looking for and want to find him then click on the Searching All Players icon on the lower right of the screen. You will then be asked to type in the name of the player whereupon all players with a matching name will appear.

Important. After you have set the search parameters you must click on the Search icon to commence the search.

Signing a player

Once you have brought up the Player Factfile of the player you are interested in signing, click on the Buying Options icon, and then click on Approach to Buy on the following screen. Both the club and the player will take their time considering your offer so, just as in real life, these things will not always happen as quickly as you might like. The exception to this is Transfer Deadline Day where all parties act with alacrity.

Options. The player's club will then give you one of three reactions to your offer.

1) They will invite you to meet their valuation, though you may choose to make a different offer by amending the amount via the + and - keys.

2) They will advise that they don't really want

to sell the player but will do so if the right offer comes along, in which case you may increase your bid.

3) Outright refusal to your approach

Important: There are several steps to go through when signing a player. Both the club and player will consider your offer. As in real life, these things don't always happen as quickly as you would like.

Foreign Transfers

Signing a foreign player works more or less the same way as signing players from a domestic club. Championship Manager 2 96/97 incorporates the Bosman ruling and has no foreigner limits as such.

Different countries have different transfer deadlines. Where possible we have tried to adhere to these. If a player's name on the transfer list has been greyed out then it means that the transfer deadline for that player's country has passed. But to prepare you in advance, here are those transfer deadlines for the first season. In subsequent seasons they will differ slightly according to the calender.

- **Holland:** 12/1/97
- **Belgium:** None
- **Germany:** 1/3/97
- **Italy:** 19/11/96
- **France:** None
- **Spain:** 1/1/97
- **South American and Eastern European Countries:** None.

Important: If a player's name has been greyed out on the foreign transfer list that means the transfer deadline for that player has expired.

Scouts

To find out what players your scouts recommend click on the Scouts icon on the top right of the Player Search screen. You also have special scouts for Europe and elsewhere.

Free Transfers

Providing you meet contractual demands and there is no other competition, a player on the Free Transfer list will nearly always sign for you.

If you want to get rid of one of your own squad you can always dump him on the Free Transfer list. This will eliminate him from your squad, but bear in mind you will have to pay off 50% of his remaining contract.

Shortlist

You can choose to place any players you are interested in on the Shortlist. This is accessed by clicking on a player's name and then on the Buying Options icon on the top right of the subsequent screen. To delete a player from the shortlist, click on delete and then on the player you wish to delete.

Important. Any player who you make a bid for will automatically be placed on the Shortlist. You will be informed if another club makes a bid for his services. If you don't wish to follow-up your interest in this player then remove his name from the shortlist using the aforementioned method.

Loans

Toggle the Any Transfer Status icon until you reach Listed for Loan. Click on this and then on Search and you will see the players available for loan. The players already on loan will be greyed out but the rest are usually willing to join you, however, bear in mind that you have to pay their normal wages for the duration of their stay. This is especially pertinent if you are managing a lower division club and suddenly find yourself faced with a huge wage bill.

Important. You can only loan five players per season.

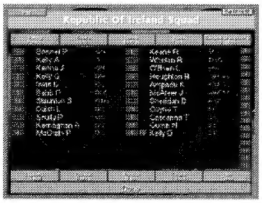
Player Exchanges

Player Exchange deals can only be negotiated with incoming offers. When a club makes an offer for one of your players, click on the Exchange icon on the top left of the screen. You will then be shown which, if any, players that the club are willing to trade together with their value. Click on the player(s) you are interested in. The offer that the club are making will now be reduced by the value of the player you are interested in. You then proceed as normal with the transfer negotiations.

Placing a Player on the Transfer List

Select the player you want to transfer by clicking on his name on the squad screen, and then click on Manager Options. You will then be presented with four options. If you wish to transfer the player then click on Transfer List.

Selecting a Team



This is done from the Squad Screen menu. To select a player for the next match, move the mouse cursor to the numbers on the right hand side of the screen. Click on a number and the outline will be highlighted. To assign that number to a player, click the mouse button and hold down while at the same time dragging the number over a player's name. Let the mouse button go and you will see the number appear in the centre column, indicating that the player is now selected. Be sure to select 11 players plus substitutes, the number of which will vary according to the competition you are in. When this has been done, click on match tactics.

Glossary of abbreviations

Wtd Wanted: Another club is contemplating a bid.

Bid An offer has been made for this player.

Unh Unhappy: This player is unhappy at the club.

Ctr: Contract: This player is Out of Contract.

Inj Injured.

Cup Cup-tied.

Sus Suspended.

Int Away on international duty.

Lft Listed for transfer.

Req Requested a transfer.

LOA Loan.

★ Star player. (Stars will only appear in the opposition's squad to indicate their best players.)

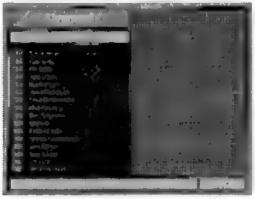
If players name is CYAN, that player is on loan to your club.

DARK CYAN indicates one of your players is out on loan.

Playing a Match

Once you have selected your team on match day click on Done. To get the match underway click on the Kick Off bar. This applies to the second half as well. On this screen you are able to adjust your formation both prior to and during the match. To move a player into a new position just click on his name, hold the mouse down, drag the player's name to the position desired and let go of the mouse. Similarly, if you want to change the captaincy then just click and drag (Capt) to the desired player and then let go of the mouse to confirm selection.

Tactics and Playing Styles



This icon is accessed by clicking on Match Tactics from your squad screen. Click on the icon to bring up the following choices:-

Player movements: This governs the special runs the player will make in addition to his usual duties. To specify such a run, click on a player's name, hold down the right mouse button, and then drag the mouse in the desired direction. A dotted line will follow the mouse. Let go of the mouse button when you are satisfied with the designated run. To cancel a run, move the mouse cursor over a player's name and click once on the right mouse button.

If a defender is assigned a forward run this will mean, of course, that he will be occasionally absent from defensive duties. His intelligence rating will determine whether he makes the run at the right time. Players with such arrows will tire more easily so keep a check on their stamina rating.

Player Stats

A more precise way to find out how each of your team is performing is to click on the Team Stats icon on the lower left of the screen This can be accessed by stopping the match in progress (left click with the mouse).

On the Player Stats screen you will see how many key tackles, goal attempts etc, each of your players has made. To find out what the abbreviations mean, let the mouse cursor hover over one of the abbreviations and a full explanation will appear on screen.

Substitutions

To replace one player with another first click anywhere on the match screen to bring up the match details. From this screen click on the Team Tactics icon on the lower left or lower right (depending on which team you are managing).

Next move the cursor to the team roster on the left of the screen. Move the cursor over the number of the player you wish to come on as a substitute, click, hold down and drag to the number of the player you wish to be substituted, and then release the mouse button. If the substitution has been successfully made you will see the name of the new player appear on the 'pitch' on the right hand side of the screen.

Captaincy

To select your captain, go to the Match Tactics screen, click on the <capt> symbol on the left half of the screen, hold down the mouse key, drag it to the player who you wish to captain the side, and then release the mouse key.

International Management

As stated previously, you have to earn the right to manage an international team, though when you do you will still be able to manage a club side. There will be a default squad for each country but before each match you will be able to select to whoever you want.

International management works pretty much the same way as club management. You arrange friendlies in the same way, though just like the real thing, you'll find that arranging a mutually convenient date can be quite tricky.

Before each international fixture you will be prompted to select a squad. The best way to do this is to go to the View Squad screen from the main menu and select the teams of the players you are interested in calling up. Once you've done this, click on the player's name to bring up his Factfile. You will see the icon in the top right hand corner of the screen has changed to England Call-Up (assuming you are managing England). If a player has already been called up then the box will read Withdraw from England Squad.

Printing

There are two methods you can use to print out reports in the game. You can select the Print icon which will print out all the pages pertaining to that screen. Or, you can press the P key to print out only the screen on view. This is similar to a screen dump except that any background graphics will not be printed out.

You might find it useful to print out your fixture list at the start of the season to enable forward planning. Once you've got a few matches under your belt try doing another print-out of the fixture list. You'll find that that it has been updated with results and scorers.

Special features

We've sneaked in a few special enhancements which warrant some mention, especially if you want to discover what they are. You can now view any match by clicking on the `v' on the fixture list. By clicking on a team's position on the League Table you will be able to observe their progress graph, while clicking on the manager's name on the team info screen will display all his glorious achievements.

Strategy

At first it will appear to be much easier to manage a Premiership club than one from the lower divisions. After all, there is usually a substantial pile of cash with which to buy players, and you have a sizeable squad from which to select a team.

However, it is precisely because of these apparent riches that expectations are extraordinary high. You might think finishing, say, eighth in the Premiership is a fine achievement. But the fans, and more ominously the chairman, will disagree, and you could find the dreaded `vote of confidence' heading your way. So how to avoid this? Let's face it, if you have to ask you shouldn't really be managing a Premiership club.

Managing a lower division club is a stiff challenge from the off, though you will find the fans and the chairman are a little more patient. Spare cash at this level is a rare commodity so one of the first things to do is sift through the Free Transfer list. There are some real bargains out there, but you'll face stiff competition to sign them.

If one of your players starts performing well then you may care to take a second look at his Asking Price, especially if he a has a Big Club get-out clause in his contract.

As in the real world, the foreign transfer market tends to offer better value for money when it comes to player talent. You'll find that Eastern Europe is an especially rich furrow to plough.

When picking your team pay particular attention to fitness and morale. But let's face it, you don't have to be Franz Beckanbauer to realise that a depressed, overweight midfielder is not going to win any prizes for you.

It should be borne in mind that Championship Manager 2 is meant to be played over several seasons, so persevere if success is not immediately forthcoming.

Technical Support

If the game is failing to run as specified, or is not running at all, it would help us greatly if you could provide us with as much information as possible when you contact our support staff. If possible, print off an MSD report before calling, or if this is not possible, try to find out what type of devices are installed in your PC which may include:

Video card type
Mouse driver version
Amount of RAM (both total and free)
Type of CD ROM drive
Operating System version

The lines are manned between10.00 a.m. and 5.00 p.m. GMT, Monday to Friday. When calling, try to explain your problem as precisely as you can, and if the lines are busy, please be patient as your call will be queued and an operator will answer your call as soon as a line becomes free.

Tel: *020 7928 9655*

CIX Conference for CM2

For those of you who have the CIX E-Mail system, a conference has been set up for you to ask questions and have discussions about the game. The name of the conference is "championship_manager_2" ("championship_m" for short).

Manual Amendments

For any late additions to this manual please check the README.TXT file.

Acknowledgments

This list is to thank those who have contributed to making the release of this game possible. Where information on teams/players has been provided by an individual/fanzine, the name of the club has been included.

Special thanks to:

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Neil Durnin (Reading)
Stu Egan (Tranmere Rovers)
Andrew Fleming (Blackburn Rovers)
Simon Gillibrand (Manchester United)
Chris Jones (Chester City)
Gary Kinson (Leeds)
Paul Matthews (Bolton)
Andrew Medcalf (Hull City)
Rob Mellor (Leyton Orient)
Glyn Merritt (Brighton)
"MickyQ" (Arsenal)
Simon Neville (Wimbledon)
Paul Peacock (Aston Villa)
Mark Woodley (Brentford)
Martin Purkiss (Crystal Palace)
Paul "Sherlo" Sherlock (West Ham)
Dave Simpson (Middlesbrough and various other clubs)
Roy Smiles (Hartlepool United)
Dave Spywell (Plymouth)
Colin Steed (Watford)
Simon Steed (Watford)
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Dave Lacy (Celtic)
Alex Mercer (Dunfermline)
Richard C. (Kilmarnock)

Thanks also to the following fanzines which have contributed team/player information:

Blackburn Rovers - Loadsamoney (Paul)

Everton -
Speke From The Harbour

Everton -
Gwladys Sings The Blues

Manchester City -
This Charming Fan (Phill Gattenby)

Newcastle United -
The Mag

Nottingham Forest -
Forest Forever (Richard)

Southampton -
Red Stripe

Q.P.R. -
In The Loft

Wimbledon -
Go Jo, Go !! (J. Dakowski)

Birmingham City -
The Heathen

Derby County -
Hey Big Spender

Grimsby Town -
Sing When We're Fishing

Ipswich Town -
Those Were The Days
(Phillip Ham & Stephen Mellen)

Leicester City -
The Fox (G.M. Silke)

Leicester City -
Filbo Fever (Geoff Davison)

Millwall -
No-One Likes Us

Norwich City -
Liverpool are on the Telly Again! (Ian "Duke")

Norwich City -
No More Pie in the Sky
(Ivan "Bart" Bainbridge)

Portsmouth -
Blue and Wight (Colin Farmery)

Port Vale -
The Memoirs of Seth Bottomley

Reading -
Heaven 11

Stoke City -
The Oatcake (Martin S.)

Sunderland -
A Love Supreme (J.M. Wilson)

Bournemouth -
Not The 8502

Bournemouth -
Exiled !

Bradford City -
The City Gent

Bristol City -
One Team In Bristol

Burnley -
Claret Flag (Matthew Pasiewicz)

Chesterfield -
The Crooked Spireite

Crewe Alex -
Super Dario Land !

Hull City -
On Cloud Seven

Notts County -
The Pie

Notts County -
No More Pie in the Sky

Peterborough United -

The Peterborough Effect -
(Andy Groom)

Rotherham United -
Moulin Rouge

Shrewsbury Town -
A Large Scotch (Kevin Bright)

Stockport County -
The Tea Party (The Espley Brothers)

Swansea City -
A Lot 2 Answer 4 (Dominic Daley)

Swindon Town -
Randy Robin

Walsall -
Blazing Saddlers (Pete Holland)

Walsall -
Moving Swiftly On (Andrew Poole)

Wrexham -
The Sheeping Giant (Gavin Evans)

Wycombe Wanderers -
The Adams Family (Jon Dickinson)

York City -
New Frontiers (Chris F.)

Bury -
Where Were You at the Shay

Cardiff City -
Bobbing Along

Chester City -
The Onion Bag (Jon Wainwright)

Colchester United -
The Blue Eagle

Gillingham -
Brian Moore's Head
(Simon Baker)

Hartlepool United -
Monkey Business
(Paul Mullen)

Northampton Town -
What a Load of Cobblers

Preston North End -
Pie Muncher (Steve Brennan)

Rochdale -
The Dale Blues (Adam Nugent)

Torquay United -
Bamber's Right Foot (Hayden Jones)

Wigan Athletic -
The Latic Fanatic

Scottish Club Fanzines

Aberdeen -
The Red Final - (Paul "Sparky" Thomson)

Aidrie -
Only The Lonely (Jim Wilton)

Celtic -
Not the View (Gerry Dunbar)

Dumbarton -
View From The Rock (Alan Findlay)

Dundee -
Eh Mind O' Gillie (Robin Grimmond)

Dundee -
It's Half Past Four and We're
2-0 Down (Alan Pattulo)

Dundee United -
Can I Bring My Dog?

Dunfermline -
East End Bounce (Paul Bundy)

Falkirk -
Rupert's Roar (Paul Hutton)

Kilmarnock -
Killie Ken

Motherwell -
Waiting For The Great Leap Forward (Graham Barnstaple)

Rangers -
Follow, Follow (Scott Neil)

St Johnstone -
Wendy Who? (Graeme Buchan)

GROUP D

EPILEPSY WARNING

Please read before using this video game system or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the monitor screen, as far away as the length of the cable allows.
- Preferably play the game on a small monitor screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

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